NES-QT-USA
TWIN COBRA
TM
TM
Sammy
INSTRUCTIONS

***THANK YOU FOR SELECTING THE FUN-FILLED "TWIN COBRA" GAME PAK BY AMERICAN SAMMY CORPORATION.***

THIS GAME IS
LICENSED BY NINTENDO ®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

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**This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment Systems®**

## SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step by step instructions and complying with warnings will be your personal guarantee to greater game satisfaction over a long period of time.

1) Avoid subjecting this high precision Game Pak to extreme temperatures and shock. Furthermore, never attempt to disassemble your game pak

2) Do avoid touching the connectors. Store the game pak in its protective STORAGE case.

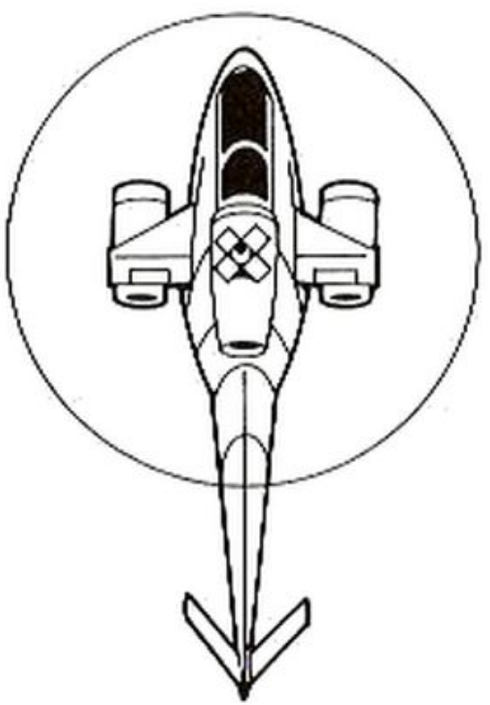
3) Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

4) Pause for 10-15 minutes after 2 hours or more of continuous game playing. This will extend the life of your game pak.

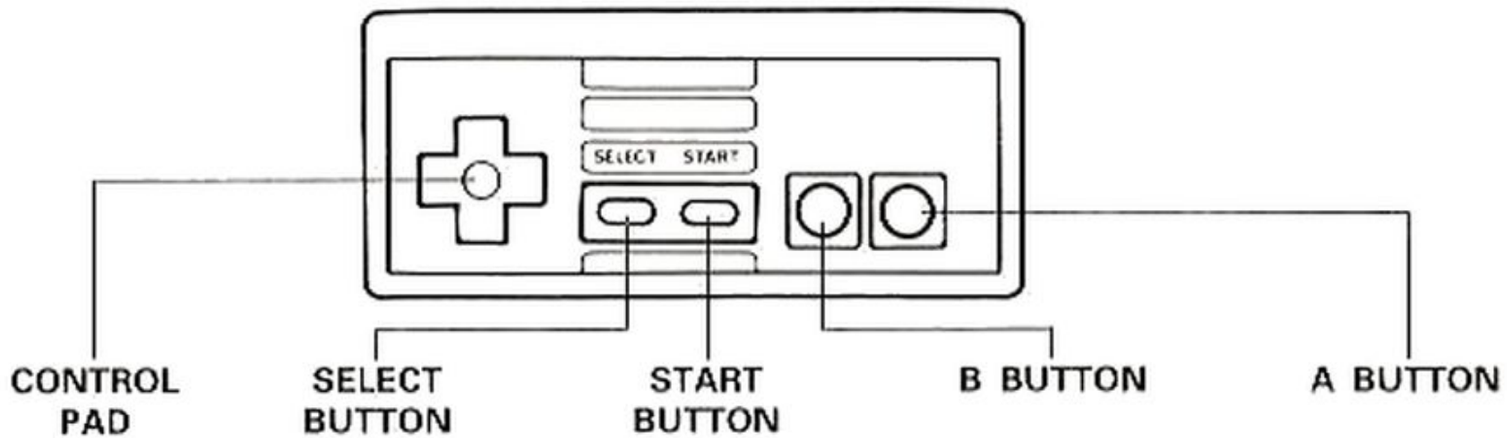
- *Please note that this game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.*

# 1. GAME STORY

You pilot the world's swiftest chopper with unlimited firepower, four types of ammo, and devastating bombs. Lifting from your supercarrier, you and your Cobra get ready to blast squadrons of enemy suicide helicopters, ships, and tanks into oblivion. Flying over military strongholds and naval flotillas, you duck merciless aerial assaults, speeding tank shells, and bombard your way past heavily armed battleships. In desperation, you run for a floating weapon saucer at the risk of getting shot down and losing your awesome firepower. All about you is pure dogfighting madness, but the war doesn't end there. You still have to reach the island's main defenses, which stand ready for your arrival–if you survive!!



# 2. CONTROLLER PARTS AND OPERATING INSTRUCTIONS




- Use the control pad to move your Cobra helicopter.
- Press the A button to bomb.
- Press the B button to fire cannons.

**SELECT BUTTON**

Not used.

**START BUTTON**

Press the Start button to begin the game.

**<<PAUSE FUNCTION>>**

If you wish to pause during a game, press the Start button. Press the Start button again to continue play.

# 3. HOW TO PLAY

Twin Cobra consists of ten zones. With a single helicopter, you must battle your way through these zones and destroy the enemy fortress.

In this game, since you are always in the air and all obstacles are below you, you can fly anywhere in the screen.

You have three choppers at the beginning of the game. Once you have gained 50,000 points, one more chopper will be added. After that, additional Cobra helicopters are gained for each 150,000 points.

Your helicopter is capable of firing four types of ammo. Saucers will sometimes appear when you destroy transportation helicopters, bombers or barges. To increase firepower or vary your weaponry, pick up a colored saucer.

Available bombs are shown at the lower right of the screen. The number of available choppers remaining are shown at the lower left of the screen.

Once all your Cobras are destroyed, the game will end, however, you begin with five continuations. Once you clear one stage, another continuation will be rewarded to you. But remember, the game becomes more difficult with each level!

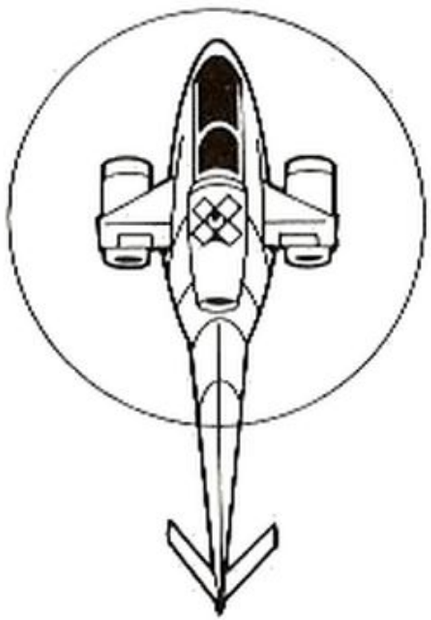
## 4. CONTINUE OPTION

TWIN COBRA offers the player the option to continue a game after all your choppers have been eliminated. If you choose to continue, your helicopter will start just below the location where you were last destroyed, appearing in the middle of the screen. At the beginning of the game, you have five continuations. Once you clear one stage, another continuation will be given. The number of continuations are displayed as "credit" on the continue screen. To continue playing, select "YES" using the control pad, then press the "A" button within ten seconds.

Scores obtained in previous stages are not carried over into the continued game.

## 5. AMMO

Your ammo changes depending on the color of the saucer captured and the number of superchargers you are holding. In the beginning, you fire red ammunition.



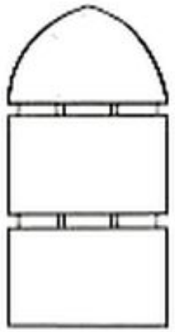
Red Saucer ..... Missiles are fired in parallel lines

Blue Saucer ..... Guns fire in radial directions.

Green Saucer .... Ammo is concentrated into two lines.

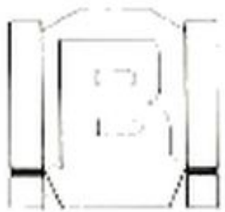
Brown Saucer ... Ammo is fired in a maximum of four directions, and can curve towards enemies.

## 6. BOMB



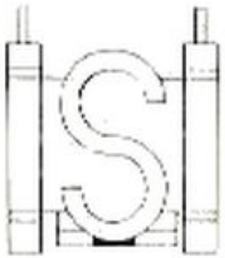
Against heavy enemy forces, a tough strategic target, or any situation too hot to handle, remember that you have bombs, just press the "A" button on your controller.

Each Cobra helicopter starts with three bombs in its bomb reserve, and can gain extras by picking up bomb pods. You can store up to nine bombs at one time. The number of bombs in the reserve is displayed at the lower right of the screen.



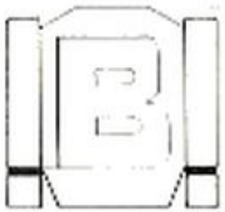
A bomb can take up to 24 resistance points from the enemy depending on it's position and movement.

# 7. ITEMS




*Supercharger*

A Supercharger sometimes appears when you destroy transportation helicopters, bombers, or barges. If you pick up this item, you can increase the Cobra's firing capability. There are six levels of firing power.




*Bomb*

The bomb pods will occasionally appear when you destroy some enemies or obstacles. Up to nine bombs can be stored in your bomb reserve.

*One-up*

By capturing the one-up item, you gain an extra Cobra helicopter. You must capture and keep a minimum of 10 stars for this item to appear.

*Stars*

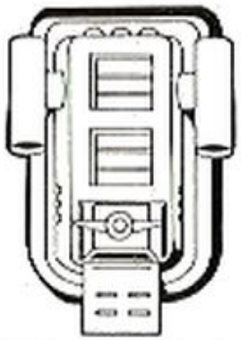
Stars will appear when you destroy some obstacles (containers, bridges, etc.). When you expose or obtain a star, your score will increase by 100 points. If you retain any stars until the end of the stage, 3,000 bonus points are given for each one, but if your chopper is destroyed, you lose the bonus. Picking up white stars will make you invincible for a few seconds

# 8. ENEMIES AND POINT VALUES

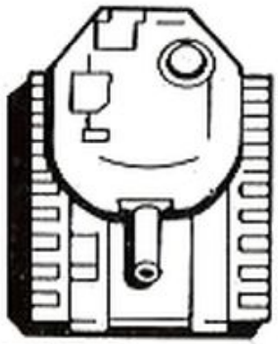
**PV = POINT VALUE**
**RV = RESISTANT VALUE**

**SMALL CHOPPER**
PV = 200
RV = 1

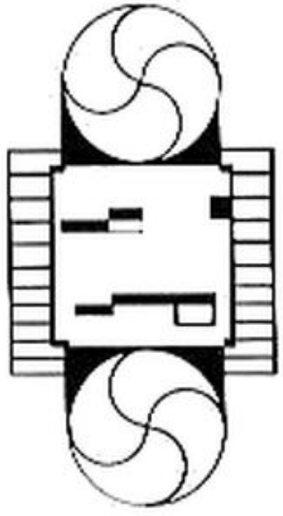
**ATTACK VESSEL**
PV = 300
RV = 2



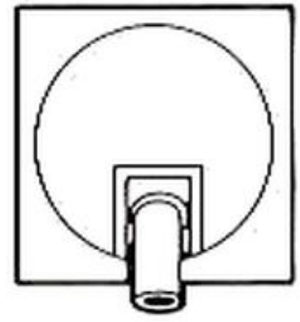
**COMBAT BARGE**
PV = 2,000
RV = 28



**TANK**
PV = 350
RV = 2

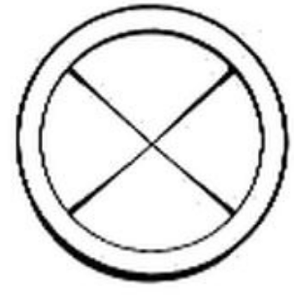


**A A V**
PV = 400
RV = 5

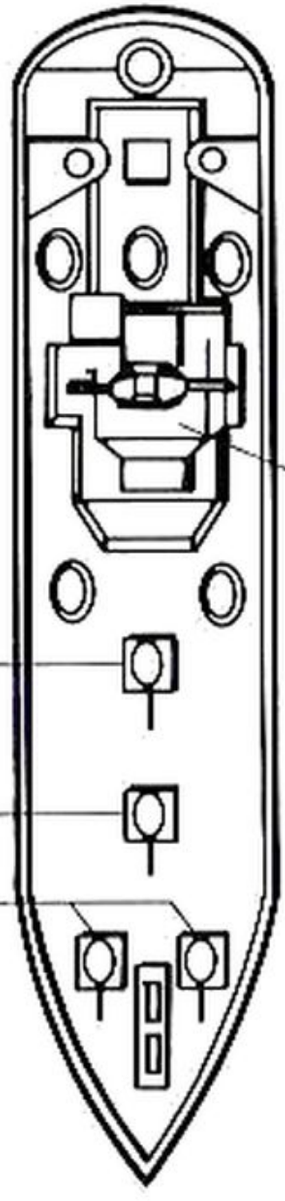


**TURRET**
PV = 200
RV = 2-1

**MISSILE SILO**
PV = 300
RV = 1

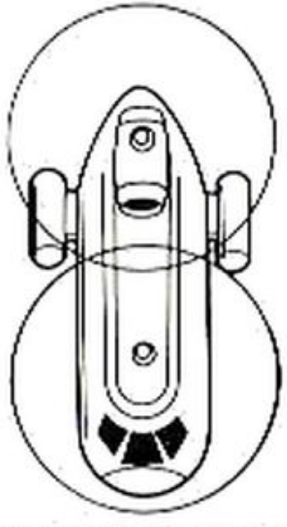


**R A T SILO**
PV = 300
RV = 1



**CANNON**
PV = 200
RV = 2

**SHIP BRIDGE**
PV = 100
RV = 1

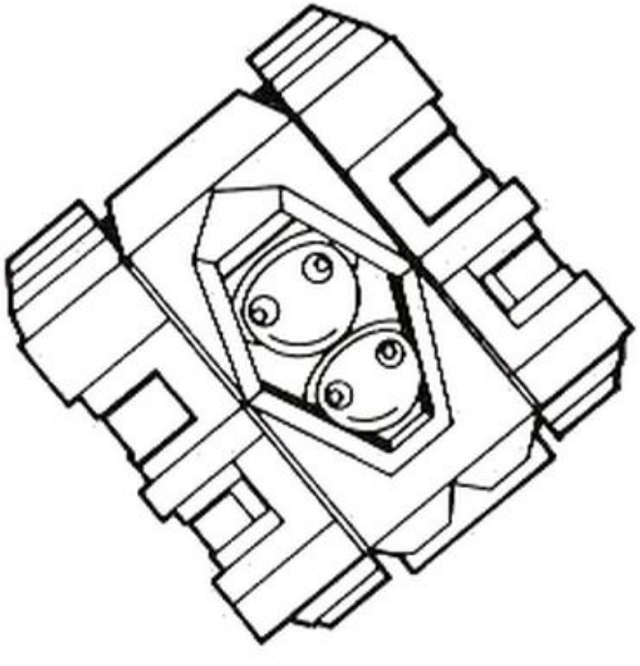


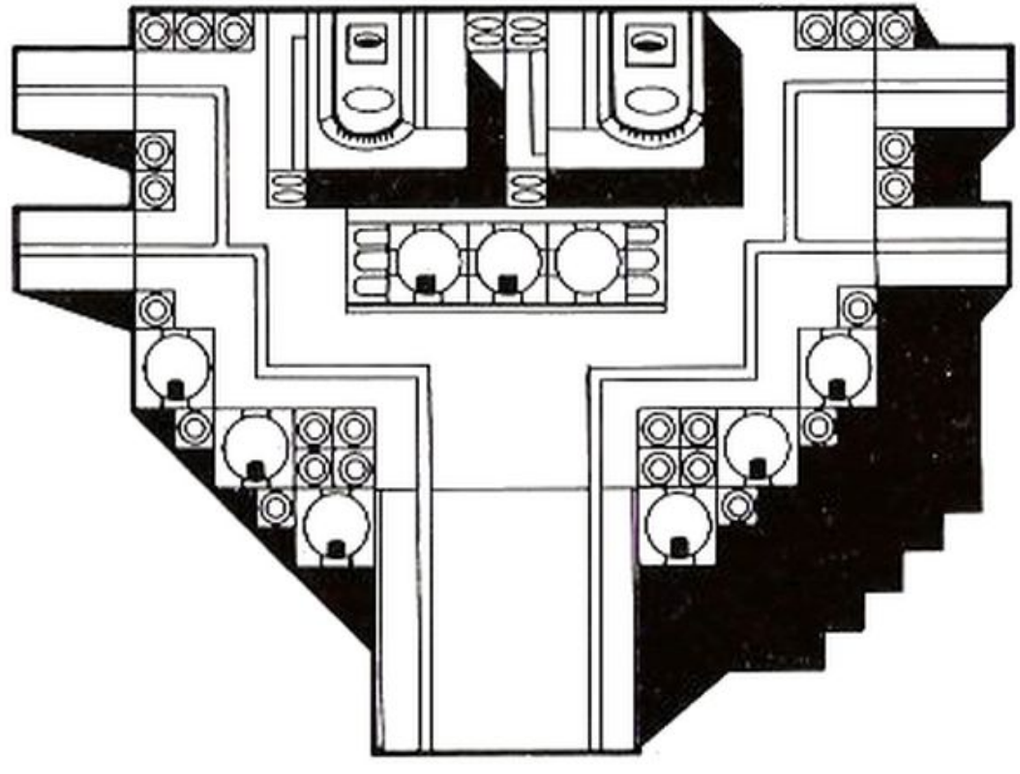
**TRANSPORTATION HELICOPTER**
PV = 20 to 1,000
RV = 8

**BOMBER**
PV = 3,000
RV = 32

## *** MAIN TARGETS***

There are one or two main targets at the end of each stage. Since they have enormous fire-power, special defenses, and large resistance values, you should attack them with caution.





The following are resistance value and point values of boss enemies for each stage.

| | *Resistance Value* | *Point Value* |
|---|---|---|
| Stage 1 | 64 | 5,000 |
| Stage 2 | 88 | 7,000 |
| Stage 3-Front | 104 | 10,000 |
| 3-Rear | 88 | 10,000 |
| Stage 4-Front | 136 | 15,000 |
| 4-Rear | 112 | 15,000 |
| Stage 5 | 128 | 50,000 |
| Stage 6-Front | 80 | 20,000 |
| 6-Rear | 80 | 20,000 |
| Stage 7-Front | 72 | 25,000 |
| 7-Rear | 72 | 25,000 |
| Stage 8-Front | 104 | 10,000 |
| 8-Rear | 96 | 10,000 |
| Stage 9-Front | 88 | 35,000 |
| 9-Rear | 88 | 35,000 |
| Stage 10-Left | 112 | 50,000 |
| 10-Right | 112 | 50,000 |

# 9. HINTS

- Obstacles which absorb your shots usually contain stars or pods, so keep shooting them.

- Invincibility after picking up a white star or re-entering the game only lasts a few seconds. Use this to your advantage in clearing-out enemy craft.

- Watching the patterns of the pods and saucers will improve your ability to supercharge and choose appropriate ammo.

- When you have a favorite weapon, don't touch any other saucers.

- Remember, you lose all stars and weapons when hit!

# MEMO

# 90-DAY LIMITED WARRANTY AMERICAN SAMMY GAME PAKS

## 90-DAY LIMITED WARRANTY:

American Sammy Corporation ("American Sammy") warrants to the original consumer that this AMERICAN SAMMY Game Pak ("PAK") (not including Game Pak Accessories or ROBOT ACCESSORIES) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during 90-day warranty period, American Sammy will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the American Sammy Division of the problem requiring warranty service by calling: (213) 320-7167.
3. If the American Sammy service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Sammy Corporation Consumer Division
2421 205th Street, Suite D-104, Torrance, CA 90501

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Sammy Consumer Service Division at the phone number noted above. If the American Sammy service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Sammy, enclosing a check or money order for $10.00 payable to American Sammy Corporation. American Sammy will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

## WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL AMERICAN SAMMY BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion, of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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